

The Electronic Brigadier – Revolutionary War Period 28mm – QRS

Movement

Type	Fall Back	March	Quick / Retreat	Double / Rout
Infantry	4"	8"	12"	16"
Cavalry / Mtd. Infantry*	10"	12"	18"	24"

* Mounted Infantry move as infantry when dismounted

Type	Prolong	Limbered: Move	Limbered: Quick / Retreat	Limbered: Double / Rout
Smoothbore 3-4 lb	6"	8"	12"	16"
Smoothbore 6 lb	4"	8"	12"	16"
Smoothbore 8-9lb	2"	8"	12"	16"
Larger Artillery	0"	8"	12"	16"
Siege/Garrison Arty	0"	0"	0"	0"
Gunners Abandoning	N.A.	N.A.	12"	16"

Terrain

Description	Movement Foot / Mounted & Art.	Ranged Cover	Melee Cover	Visibility	Cavalry Allowed	Artillery Allowed
Linear Obstacle, About Face	-2" / -4"	-	-	Infinite	Yes	Yes
Gentle Hill (uphill)	Normal	-	Yes	Infinite	Yes	Yes
Works / Redoubts / Buildings	-2" / -4" *	Yes **	Yes **	Infinite	Pass Through	Yes / Yes / No
Roads (in road column)	1.5 x speed	-	-	Infinite	Yes	Limbered
Brush/Scrub	Normal	-	Yes	Infinite	Yes	Yes
Orchards / Open Woods	-2" / -4"	Yes	Yes	8"	Yes	Yes
Soft/Broken Ground	Normal	-	-	Infinite	Yes	Yes
Standing Crops	Normal	-	-	4"	Yes	Yes
Forest / Dense Woods	1/2 speed	Yes	Yes	4"	Yes	Pass Through
Steep Slope (uphill)	1/2 speed	-	Yes	Infinite	Yes	Pass Through
Town / Urban	1/2 speed	Yes	Yes	4"	Pass Through	Pass Through
Stream Bank	1/2 speed	-	Yes	8"	Yes	No
Swamp / Marsh / Stream Bank	1/2 speed	-	Yes	8"	No	No

* Counts as moving through light terrain.

** Cover only applies when using 'occupying works' formation.

AWI Formations

Description	Voluntary	Densely Formed	Initiate Melee	Initiate Ranged	Available to
Deployed	Y	N	Y	Y	Field Artillery, Horse Artillery, Siege/Garrison Artillery
Dismounted Line	Y	Y	Y	Y	Mounted Infantry
Limbered	Y	Y	N	N	Field Artillery, Horse Artillery
Line	Y	Y	Y	Y	Line Infantry, Light Infantry, Mounted Infantry, Line Cavalry, Light Cavalry
March Column	Y	Y	N	Y	Line Infantry, Light Infantry, Irregular Infantry, Mounted Infantry, Line Cavalry, Light Cavalry, Irregular Cavalry
Mass	Y	Y	Y	Y	Irregular Infantry, Irregular Cavalry
Occupy Works/Buildings	Y	Y	N	Y	Line Infantry, Light Infantry, Irregular Infantry, Mounted Infantry
Open Order	Y	N	N	Y	Light Infantry, Irregular Infantry, Mounted Infantry, Light Cavalry, Irregular Cavalry
Disordered	N	N	Y	Y	All
Abandoned	N	N	N	N	Field Artillery, Horse Artillery, Siege/Garrison Artillery
Routed	N	N	N	N	All

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Weapon Ranges

Description	Melee / Canister Range	Close Range	Long Range
Light & Irregular Cavalry w/Sword	Melee/0"	-	-
Flinlock Musket	Melee/0"	Red/6"	White/12"
Roundball Rifle	Melee/0"	White/12"	Blue/18"
Artillery - 4.6" & 12 lb Howitzer	White/12"	Green/36"	Grey/56"
Artillery - 5.5" & 24 lb Howitzer	White/12"	Orange/45"	Black/90"
Artillery - 6" & 32 lb Howitzer	White/12"	Orange/45"	Black/90"
Artillery - H-6.5"+ Howitzer	White/12"	Grey/56"	Black/90"
Artillery - Smoothbore 3-4 lb.	White/12"	Yellow/24"	Green/36"
Artillery - Smoothbore 6 lb.	White/12"	Yellow/24"	Orange/45"
Artillery - Smoothbore 8-9 lb.	White/12"	Green/36"	Grey/56"
Artillery - Smoothbore 12 lb.	Blue/18"	Orange/45"	Black/90"
Artillery - Smoothbore H-18 lb.	Blue/18"	Grey/56"	Black/90"

Turn Sequence

1. Detach superior officer figures
2. Issue orders to units one at a time per player
 1. Units wishing to conduct a charge, declare and measure for flank/rear attacks on enemy before moving
 2. Move figures if on March/Quick/Double orders. Re-position figures if on Formation Change orders
 3. If conducting ranged combat, measure range and determine flank/rear disposition
 4. Attach officers if desired
 5. Move ordered unit's figures if allowed or required by their orders
3. Moving players review brigade orders and click "End Turn"
4. GM clicks "End Turn" and reads out combat results, morale results and any mandatory movement
5. Players conduct mandatory movement as necessary
6. Repeat for opposing army

Orders Allowed

Infantry, Cavalry, Mounted Infantry: In Reserve/Rally, Hold/Defend, March, Quick, Double, Formation Change

Limbered Artillery: In Reserve/Rally, Hold/Defend, March, Quick, Double, Formation Change

Deployed Artillery: In Reserve/Rally, Hold/Defend, Prolong, Formation Change

All Routed & Shaken Units: In Reserve / Rally, Hold/Defend, Retreat

Mandatory Movement Procedures

Units conducting mandatory movement as a result of melee contact, will move directly away from the unit(s) contacting them. Facing will be towards those unit(s) if conducting a fall back or retreat move and away from those unit(s) if conducting a rout. All other mandatory movement will be conducted directly to the units baseline with facings adjusted towards the baseline for rout and away from the baseline for others.

Densely formed units conducting a fall back move will stop when contacting densely formed well handled friends as long as the moving unit has moved at least one inch. All others will pass through/around well handled units and carry units that are not well handled back with them.

Definitions

'Well Handled' – Units that are not Routed, Shaken or Disordered

'Densely Formed' – See formations chart

'Unformed' – Units that are not densely formed.

Morale States

Confident → Cautious → **Shaken** → **Routed** → **Dispersed**